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AMENDMENTS TO THE CLAIMS:

1-19. (cancelled)

20. (currently amended) An The image generation circuit of claim 18, comprising:

a preprocessing portion operably coupled to receive primitive parameters, wherein the preprocessing portion produces pixel information from the primitive parameters based on the primitive parameters;

a pixel engine operably coupled to the preprocessing portion, wherein the pixel engine receives the pixel information, and calculates intermediate data from the pixel information; and

a memory operably coupled to the pixel engine, wherein the memory stores the intermediate data;

wherein the pixel engine reads the intermediate data from the memory and calculates a final data from the fed-back intermediate data;

wherein a two-dimensional image is generated by texture mapping to three-dimensional polygons;

wherein an overall pattern is generated on said polygons by mapping of basic textures;

wherein mapping of modulation textures by amplitude modulation is executed by amplitude modulation processing on patterns generated based on the mapping of said basic textures; and

wherein a repetition period of said basic textures and a repetition period of said modulation textures are offset from each other.

21. (currently amended) An The image generation circuit of claim 18, comprising:

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a preprocessing portion operably coupled to receive primitive parameters, wherein the preprocessing portion produces pixel information from the primitive parameters based on the primitive parameters;

a pixel engine operably coupled to the preprocessing portion, wherein the pixel engine receives the pixel information, and calculates intermediate data from the pixel information; and

a memory operably coupled to the pixel engine, wherein the memory stores the intermediate data;

wherein the pixel engine reads the intermediate data from the memory and calculates a final data from the fed-back intermediate data;

wherein a two-dimensional image is generated by texture mapping to three-dimensional polygons;

wherein an overall pattern is generated on said polygons by mapping of basic textures;

wherein mapping of modulation textures by amplitude modulation is executed by amplitude modulation processing on patterns generated based on the mapping of said basic textures; and

wherein said modulation textures are set to higher spatial frequencies than those of said basic textures, with color information removed from said basic textures.

22. (currently amended) An The image generation circuit of claim 18, comprising:

a preprocessing portion operably coupled to receive primitive parameters, wherein the preprocessing portion produces pixel information from the primitive parameters based on the primitive parameters;

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a pixel engine operably coupled to the preprocessing portion, wherein the pixel engine receives the pixel information, and calculates intermediate data from the pixel information; and

a memory operably coupled to the pixel engine, wherein the memory stores the intermediate data;

wherein the pixel engine reads the intermediate data from the memory and calculates a final data from the fed-back intermediate data;

wherein a two-dimensional image is generated by texture mapping to three-dimensional polygons;

wherein an overall pattern is generated on said polygons by mapping of basic textures;

wherein mapping of modulation textures by amplitude modulation is executed by amplitude modulation processing on patterns generated based on the mapping of said basic textures; and

wherein said modulation textures consist of different patterns from said basic textures.

23-24. (canceled)

25. (currently amended) An ~~The~~ image generation circuit ~~of claim 23~~, comprising:

a preprocessing portion operably coupled to receive primitive parameters, wherein the preprocessing portion produces pixel information from the primitive parameters based on the primitive parameters;

a pixel engine operably coupled to the preprocessing portion, wherein the pixel engine receives the pixel information, and calculates intermediate data from the pixel information; and

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a memory operably coupled to the pixel engine, wherein the memory stores the intermediate data;

wherein the pixel engine reads the intermediate data from the memory and calculates a final data from the fed-back intermediate data;

wherein the image generation circuit generates a two-dimensional image by texture mapping to dimensional polygons;

wherein the memory stores basic textures to be mapped to generate the overall pattern on a polygon;

wherein the memory stores modulation textures used to amplitude-modulate the patterns generated by mapping of the basic textures;

wherein amplitude modulation mapping of modulation textures is executed by amplitude modulation processing on the patterns generated based on mapping of the basic textures; and

wherein a repetition period of said basic textures and a repetition period of said modulation textures are offset from each other.

26. (currently amended) An ~~The~~ image generation circuit of claim 23, comprising:

a preprocessing portion operably coupled to receive primitive parameters, wherein the preprocessing portion produces pixel information from the primitive parameters based on the primitive parameters;

a pixel engine operably coupled to the preprocessing portion, wherein the pixel engine receives the pixel information, and calculates intermediate data from the pixel information; and

a memory operably coupled to the pixel engine, wherein the memory stores the intermediate data;

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wherein the pixel engine reads the intermediate data from the memory and calculates a final data from the fed-back intermediate data;

wherein the image generation circuit generates a two-dimensional image by texture mapping to dimensional polygons;

wherein the memory stores basic textures to be mapped to generate the overall pattern on a polygon;

wherein the memory stores modulation textures used to amplitude-modulate the patterns generated by mapping of the basic textures;

wherein amplitude modulation mapping of modulation textures is executed by amplitude modulation processing on the patterns generated based on mapping of the basic textures; and

wherein said modulation textures are set to higher spatial frequencies than those of said basic textures, with color information removed from said basic textures.

27. (currently amended) An The image generation circuit of claim 23, comprising:

a preprocessing portion operably coupled to receive primitive parameters, wherein the preprocessing portion produces pixel information from the primitive parameters based on the primitive parameters;

a pixel engine operably coupled to the preprocessing portion, wherein the pixel engine receives the pixel information, and calculates intermediate data from the pixel information; and

a memory operably coupled to the pixel engine, wherein the memory stores the intermediate data;

wherein the pixel engine reads the intermediate data from the memory and calculates a final data from the fed-back intermediate data;

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wherein the image generation circuit generates a two-dimensional image by texture mapping to dimensional polygons;

wherein the memory stores basic textures to be mapped to generate the overall pattern on a polygon;

wherein the memory stores modulation textures used to amplitude-modulate the patterns generated by mapping of the basic textures;

wherein amplitude modulation mapping of modulation textures is executed by amplitude modulation processing on the patterns generated based on mapping of the basic textures; and

wherein said modulation textures consist of different patterns from said basic textures.